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# CONGRATULATIONS!

You have just purchased the authentic Konami home version of Castlevania, one of Konami's many original arcade hits. We suggest that you read this instruction manual thoroughly before playing the game.

## INTRODUCTION/ HOW TO PLAY..... 4

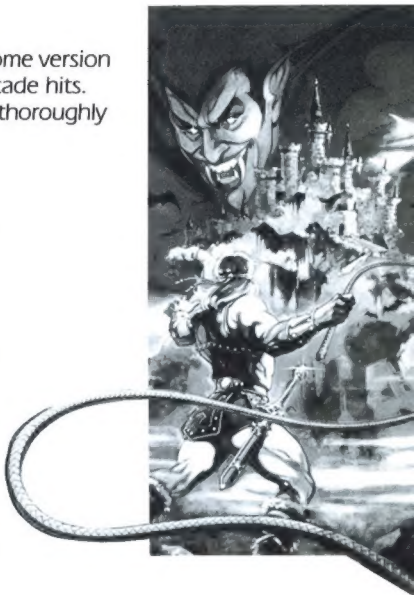
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# INTRODUCTION

## GOOD EEEEEVENING!

Step into the shadows of the deadliest dwelling on earth. You've arrived at Castlevania, and you're here on business:

To destroy forever the Curse of the Evil Count.

Unfortunately, everybody's home this evening. Bats, ghosts, every kind of creature you can imagine. You'll find 'em all over the place, if they don't find you first.

Because you've got to get through six monstrous floors before you even meet up with the Master of the House. Your Magic Whip will help, and you'll probably find a weapon or two along the way.

But once you make it to the tower, you can count on a Duel to the Death. The Count has waited 100 years for a rematch. He's ready. Are you?

## HOW TO PLAY

Castlevania can be played by one player.

The player must use Control (1).

The object is to move through the passages and stairways of the castle to reach the tower, dodging or destroying every creature in your path. Use the control, as directed to activate your Magic Whip and the other weapons you'll find along the way. And watch for secret doors!

To begin, hit the START button, and your nightmare begins.

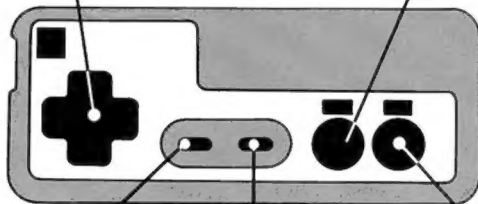
# CONTROL FUNCTIONS

## CONTROL PAD (MOTION)

controls forward and backward movement, standing and crouching, angle of jump, direction of attack

## B BUTTON (ATTACK)

controls whip and all weapons



## SELECT BUTTON

(not used)

## START BUTTON

begins game, pauses action during game

## A BUTTON (JUMP)

controls jumping

## SAMPLE MOVES

**TO JUMP DIAGONALLY:** use 'A' Button and left/right Control Pad keys.

**TO ACTIVATE WHIP:** use "B" Button and left, right or down Control Pad keys.

**TO ACTIVATE WEAPONS:** use "B" Button and up Control Pad key.

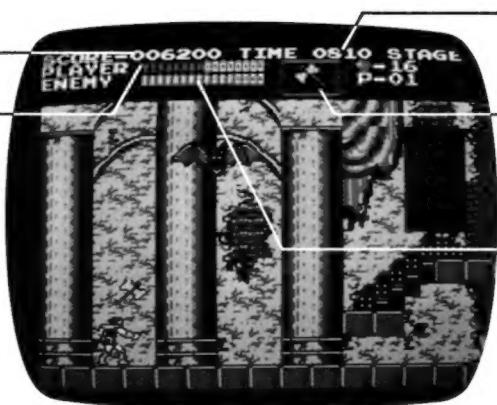
**TO CRACK WHIP OR FIRE WEAPONS:** use "B" Button.

# THE SCREEN

## Score

## Power Level Indicator

You begin each game with 3 "lives," and the indicator tracks the power remaining in each. As the creatures sap your strength, the indicator level drops. When it reaches "0," you lose one life.



## Time

When the timer shows "0," you lose one life.

## Weapons Indicator

Shows the latest weapon you've picked up and activated.

## Enemy Power Level Indicator

Indicator tracks damage you've done to Head Creature in any given stage. When level drops to "0," the Creature is out of the game.

# THE CREATURES

Destroy the creature for the point total shown. BONUS POINTS awarded for knocking out 2 or more creatures with one throw of a weapon.



**VAMPIRE BAT**  
200 points



**ZOMBIE**  
100 points



**BLACK LEOPARD**  
200 points



**FISH MAN**  
300 points



**PHANTOM BAT**  
3,000 points



**QUEEN MEDUSA**  
3,000 points



**MEDUSA**  
300 points



**RAVEN**  
200 points



**BLACK KNIGHT**  
400 points



**WHITE SKELETON**  
300 points



**RED SKELETON**  
400 points



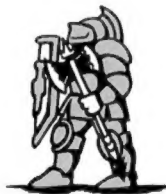
**EAGLE**  
300 points



**HUNCHBACK**  
500 points



**DRAGON SKULL  
CANNON**  
400 points



**AXE-MAN**  
500 points



**GHOST**  
300 points





**SKELE-DRAGON**

1,000 points



**FRANKENSTEIN  
& IGOR**

5,000 points



**MUMMY MAN**

3,000 points



**GRIM REAPER**

7,000 points



**THE COUNT!**

50,000 points

**100-POINT BONUS —**

awarded for capturing  
each of these items:

**FIRE BALL**





**MUMMY  
WRAPPINGS**







**BONE FROM  
WHITE SKELETON**






**AXE-MAN'S AXE**

# THE WEAPONS

In addition to your Magic Whip, many other weapons are hidden along your path through the Castle. You're going to need them. Before playing, study this chart, so you'll know where to find your weapons, and how to use them.

| WEAPON    | ONSCREEN SYMBOL   | WHERE TO LOOK                 | POWER                                  | COMMENT                               |
|-----------|---|-------------------------------|--|---------------------------------------|
| WATCH     |  | Hidden on path or in creature | Stops enemy action (some exceptions)   | Costs you 5 small hearts for each use |
| DAGGER    |  | Hidden on path or in creature | Fast, accurate attack weapon           | Makes target object disappear         |
| AXE       |  | Hidden on path or in creature | Slow but powerful attack weapon        | _____                                 |
| FIRE BOMB |  | Hidden on path or in creature | Splits the earth under target creature | Incinerates anything on path          |

| WEAPON              | ONSCREEN SYMBOL   | WHERE TO LOOK                 | POWER  | COMMENT  |
|---------------------|---|-------------------------------|--|--|
| BOOMERANG           |  | Hidden on path or in creature | Powerful attack weapon comes back to your hand | _____  |
| SMALL HEART         |  | Hidden on path or in creature | Gives you one extra shot per weapon            | You can stockpile as many hearts as you find for extra firepower when you need it! |
| LARGE HEART         |  | Hidden on path or in creature | Gives you 5 extra shots per weapon             |  |
| CROSS               |  | Hidden on path or in creature | Destroys all onscreen enemies                  | _____  |
| INVISIBILITY POTION |  | Hidden on path or in creature | Renders you safe from harm for a few seconds   | _____  |
| MORNING STAR        |  | Hidden on path or in creature | Increases power of Whip in 2 different stages  | Short chain for 1st level, long chain for 2nd level boost                          |

| <b>WEAPON</b> | <b>ONSCREEN<br/>SYMBOL</b>  | <b>WHERE<br/>TO LOOK</b>                        | <b>POWER</b>   | <b>COMMENT</b>  |
|---------------|---|---|--|---|
| MONEY BAG     |  | Hidden on path<br>or in creature                | Gives you<br>free points                                 | Red = 100<br>Blue = 400<br>White = 700                                  |
| DOUBLE SHOT   |  | Hidden on path, in<br>creature or<br>background | Allows use of<br>throwing<br>weapons<br>twice in a row   | These appear<br>when you strike<br>certain objects<br>10 times in a row |
| TRIPLE SHOT   |  | Hidden on path<br>or in creature                | Allows use of<br>throwing<br>weapons 3<br>times in a row |   |
| PORK CHOP     |  | Hidden in<br>background                         | Partially revives<br>lost power                          | Appears with secret<br>Whip stroke                                      |
| MAGIC CRYSTAL |  | Capture from Head<br>Creature in each<br>stage  | Completely<br>revives all lost<br>power                  | Can clear creatures<br>from entire stage                                |

# WELCOME TO CASTLEVANIA!



## **Treat Your Konami Game Carefully**

- This Konami Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.
- Never insert your fingers or any metal objects into the terminal portion of the expansion connector. This can result in malfunction or damage.

# COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

## SCORES

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